

# **D-GEM**

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**COLLABORATORS**

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**REVISION HISTORY**

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# Chapter 1

## D-GEM

### 1.1 start

The labyrinth  
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### 1.2 dgem\_general

The labyrinth  
Grey no more, Black and White once more.  
Hatred has risen again from the unbeing.  
Both of us know him well...  
Chaos has returned and stronger is his need of revenge.

With great pains did I summoned you.  
You are now in the Labyrinth of the Avatars,  
where you must find the exit.  
Join me quickly at the entrance for our duty will not wait.

The Balance must stand  
Lord Order

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### 1.3 dgem\_legal

Legal

This game is a Renaissance product.

This game is a freeware coded by Rajah Lone, with the help of Darou (dungeon building and bugreport) and Mateo (support).

Copy and spread are granted by its use is restricted as follows:

You must have one of the original disks of Dungeon Master or Chaos Strikes Back.

The original authors are:

ú Directors: Doug BELL, Dennis WALKER and Mike NEWTON  
ú Graphists: Andy JAROS and Dave SIMON  
ú Producer: Wayne HOLDER

D-GEM is a game written de novo with GFA Basic and uses the graphwork and sounds of the legendary game.

Please note that we deny any responsibility concerning the use of this program. Use it at your own risk.

### 1.4 dgem\_install

Installation and system ↔  
requirements

16 colors 640\*400 pixels screen is the minimum required.

A modern operating system such as MagiC or MiNT is strongly advised, with an optimized VDI like NVDI.

The program uses the Falcon XBIOS Sound since the 0.12 version. Some drivers exists to add these XBIOS functions if you do not have this machine (see the Preferences )

The game uses plenty of memory, moreover on high-colored screens. So if you have not enough space or if the game becomes slower, run it in 640\*480 16 colors.

You can install D-GEM program and its data folder on every media that has enough space.

D-GEM can be launched from a non-writable media (CDROM) but you need to declare in a modern OS the HOME\$ environment variable and configure in the preferences the folder for saved games. ie in MAGX.INF, #\_ENV HOME=C:\GEMSYS\HOME\  
If not HOME\$ declared, the DGEM.INF file is written in the

DGEM.DAT\SYS\ folder.

If not HOME\$ declared and the media is not writable, the DGEM.INF file be located on the root of the C partition.

ST-Guide installation is required if you want to call the documentation directly from the game. Make it as \*.ACC or declare its path in the environment variable STGUIDE\$.  
ie in MAGX.INF, #\_ENV STGUIDE=C:\ST-GUIDE.ACX

## 1.5 dgem\_preferences

### Preferences

Confirm alerts  
advised for beginners.

Enable (Falcon compatible) sound  
DGEM uses the xbios sound routines appeared with the Falcon TOS. If you want to enable the sound on other computer than a Falcon, you may install for :  
ú Atari STE or TT, or an Atari emulator which supports DMA Sound, then use Thomas Huth's XSound (put the XSND\_DMA.PRG in the AUTO folder, see in the GOODIES folder of DGEM archive).  
ú Milan : use the MilanBlaster driver (commercial)  
ú Hades : use GSXB from Assemsoft (freeware)

Use a desk background  
DGEM will install its own desk background. Can be nicer in the 16/256 colors modes and under a multitasking environment.

Freeze keyboard buffer when moving  
If you have a very fast Atari, better enable this function when moving with the keyboard cursor pad.

Using PC keyboard  
The keyboard cursor pad for the moves of the party is Atari by default. If you have a PC keyboard, you should enable this option.

Moves:

Atari:

PC: (The keyboard arrows are also working)

Window view size  
A zoom can be applied on the view window. This option uses some enhancements appeared with NVDI (see NVDI4 docs).

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Unfortunately, it's slow and does not work with graphics cards and some NVDI versions.

## 1.6 dgem\_versions

### History

0.10 First release, working has been made in preparation and during the Very Important Party 2 at Lyon (July 2000). Implementation of walls, stairs, pits and an exit for this minos-like game.

0.12 (March 2001) Spatial sound routines (Falcon compatible), first walls and floor items (alcoves and decoration), hidden pits, second wall texture. Iconification and desk background. Fixed a crash on TT in singleTOS mode.

0.14 (January 2002) Hard disk friendly new file format for the images, zoom mode (NVDI Atari required), PC keyboard management. New items for walls and floor : doors, switches, pads, teleporters, wall inscriptions and some mechanisms to handle all these devices.

Coming next: extended mechanisms such as procrastination, first objects (such as key or flask) and wall operator items family, image cache (to save memory and fast loading)...

Please be patient for the next release. DGEM is not the only program to update: its developpement is linked with third-party softwares: a dungeon editor (under GEM environment), an image convertor, a text to structure list convertor, etc.

## 1.7 dgem\_bogues

### Known bugs and limitations

ú Requires the "EdDI" cookie to display on graphic cards. Falcon and new machines such as Milan have this by nature. If you have a graphic card with an old operating system, you'll need NVDI.

ú Some security lacks in the disk operations: old GFA open file is made with INF files. So be carefull if the program is installed on a removeable media.

ú Many Memory Allocation via GEMDOS calls: old TOS and ST emulators won't appreciate.

ú Not compatible with the MiNT memory protection.

## 1.8 dgem\_merci

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Megagreetings to  
Special dedicace to LemonBubble who made this come true.

Greetings to Claude ATTARD for learning me GEM, and also  
to Helijah whom enthousiastic behaviour is a blessing.

Best regards to STRider and the Typhoon/Supremacy group,  
Hello and FroST of Sector1, FanFan, Fabounio and cicile, BouB  
and the megamighty PopsY Team, ERS, andertal, CosmosH, Sygne030,  
Speedy67, DrBio and all #AmigaLyon...

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